

Aquatics



Canoeing- For several centuries, the canoe was the primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. Scout must be classified as “Swimmer” in their swim check. **Prerequisites: Swimmer**

Kayaking- This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other. Scout must be classified as “Swimmer” on their swim check. **Prerequisites: Swimmer**



Learn To Swim- For any Scout who wishes to learn to swim. **Prerequisites: NONE**



Lifesaving- No Boy Scout will ignore a plea for help. However the desire to help is of little use unless one knows how to give the proper aid. The main purpose of this merit badge is to prepare Scouts to be prepared to help in an emergency. This is a challenging merit badge that requires physical strength and stamina. Scouts must bring long pants, long-sleeved shirt, and shoes (these will get wet!). Highly recommended that CPR instruction be completed prior to camp. Second and First Class Swimming Requirements needed. **Prerequisites: Swimmer and 1st Class**

Mile Swim- Scouts who are interested in testing their endurance may work on this special award while at camp. To qualify, Scouts must participate in four “Polar Bear” training swims. Scouts will finish the requirements by swimming one mile in our pool. **Prerequisites: Swimmer**

Rowing- Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercise. This is a great merit badge for older Scouts who are looking for a challenge. Scout must be classified as “Swimmer” in their swim check. **Prerequisites: Swimmer**



Swimming- Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. This is an Eagle required merit badge. Scout must be classified as “Swimmer” on their swim check. **Prerequisites: Swimmer**

The Tower

Climbing- is intended for Scouts with an interest in climbing. The merit badge will utilize the climbing tower at Camp Berry to fulfill the requirements. Climbing requires rope skills and will feature rappelling. Scouts need to be able to show skills in CPR and first aid to be able to complete this merit badge. This merit badge is recommended for older scouts and is not for conquering your fear of heights.

Prerequisites: Long pants and Boots



Shooting Sports



Archery- is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye, and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. **Prerequisites: NONE**

Black Powder Rifle Shooting- Same as Rifle Shooting, but using Black Powder Rifle. **Prerequisites: NONE**

Rifle Shooting- Safety is the focus of this merit badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of Rifle Merit Badge is being able to shoot well enough to qualify, so younger scouts who have never shot before may have trouble with this requirement.

Prerequisites: NONE



Shotgun- The shotgun program uses 20-gauge shotguns to shoot clay pigeons. Safety is stressed throughout the session. **Prerequisites: NONE**

Outdoor Skills

Camping- Scouts will learn about Leave No Trace outdoor ethics, proper clothing and equipment, good camping management and camp safety. Scouts will participate in an overnight camping trip and should bring appropriate camping equipment as listed in the Scout Handbook. This eagle required merit badge is good for second year scouts. **Prerequisites: Requirements 7a, 7b, 8c, 8d, 9a, 9b and 9c**



Cooking- This hefty, Eagle-required merit badge will introduce scouts to the basics of cooking that can be used both at home and in the outdoors. They will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation. Scouts will be required to spend additional time in order to fulfill the requirements.

Prerequisites: Requirement 5

Pioneering- This session is designed to further educate Scouts in the areas of knots, ropes, lashing, and other non-traditional construction methods. Scouts will construct pioneering projects using the skills learned. **Prerequisites: NONE**



Search & Rescue- Scouts will gain an understanding of how a search and rescue operation--a systematic way to find and extract an missing person--is carried out. At the end of the week their knowledge will be put to the test in a simulation overseen by their instructor. **Prerequisites: NONE**

Wildness Survival- Scouts will learn to survive with a minimum of equipment, food, and water. Scouts will be required to spend the night in a shelter they have improvised. Scouts will participate in an overnight camping trip, and so should bring appropriate camping equipment, as listed in the Scout Handbook. **Prerequisites: Requirement 5**



Cultural Center

American Culture and American Heritage- This one-hour slot will provide scouts with the opportunity to earn both merit badges. **American Culture** operates on the notion that America is a melting pot. It celebrates the vast diversity that the country possesses. **Prerequisites: NONE** Scouts will also be learning about the traditions that America holds near-and-dear. **American Heritage** investigates the historical nature of American society and the causality that past events and actions have on the future. **Prerequisites: Requirement 4**



Archaeology- Archaeologists use the clues that people left behind, they try to understand how and why human culture has changed through time. **Prerequisites: NONE**



Fishing- All the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations, and fishing safety are discussed. **Prerequisites: NONE**



Leatherwork- An excellent merit badge for first year scouts. Scouts will learn about different types and sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide. **Prerequisites: Totin' Chip**



Painting- There are two basic reasons to paint a surface: to protect it or to decorate it. Learn the skills and techniques for proper painting, and much more in this merit badge class. **Prerequisites: NONE**



Woodcarving- An excellent merit badge for creative campers, the Scouts will learn about different types of wood and tools used in carving. Other skills learned will include sharpening knives, detailed carving, and using a wood chisel. **Prerequisites: Totin' Chip**



Eagle Trail

Citizenship in the Nation- Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us. **Prerequisites: Requirement 2**



Citizenship in the World- Since we all live on the planet Earth, we are all citizens of the world. This session looks at how the different ways that individuals, organizations, and governments interact with each other. **Prerequisites: NONE**

Communication- Human beings do not live in solitude, but in communities. This is primarily because of communication. In this session Scouts will write and present speeches to the session. **Prerequisites: Requirements 5 and 7**



Emergency Preparedness- This merit badge encourage scouts to learn procedures for dealing with emergencies such as fires, search and rescue, floods and other disasters, as well as attempting to develop the scouts' own problem-solving skills. **Prerequisites: Requirements 1, 2c, 6c, and 8b**

First aid- caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. **Prerequisites: Requirement 2d**



Personal Fitness- is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence. **Prerequisites: Requirement 8**

The Garage

ATV- While this is not a merit badge, the ATV program is a Rider Safety Course, designed to teach riders proper safety, handling, and maintenance of the vehicle. After completing the classroom portion of this class, riders will get ample practical riding time, as well as opportunities to test your new skills on trail rides. This class is a must for older scouts and adult leaders alike! **Prerequisites: Age 14 or older**

Plumbing- Learn how to properly evaluate plumbing problems. Then you will be able to decide on the proper steps to take to fix the problem - or determine that the job requires a professional. As you try out the projects and fulfill the requirements for this merit badge, you will develop many practical skills, and gain knowledge, that will always be useful. **Prerequisites: Age 14 or older**



Start your Engines- is one of Boy Scouting's new NOVA Awards; it focuses on the importance of technology. This three hour class will give scouts the opportunity to earn the **Automotive Maintenance, Truck Transportation, and Electricity** merit badges while completing **Start your Engines**. The class will utilize the newly outfitted Garage and take a field trip. **Prerequisites: Age 14 or older. Electricity Prerequisite: 9a**



Traffic Safety- Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. This merit badge will give you the tools to stay safer, whether you are driving a car on a highway, riding a bike across town, or jogging across a busy street. **Prerequisites: Age 14 or older**

Welding- Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them, then hammering them together while they are soft. Welding plays a major role in our modern world and mastery of the skill can lead to exciting career opportunities. **Prerequisites: Age 14 or older and Jeans**



Ecology



Astronomy- Spectacular shows can be seen in the night sky. Nebulae, dying or exploding stars, meteor showers, the Moon or our whole galaxy, to name a few. In learning about Astronomy, you will study how activities in space affect your own planet. **Prerequisites: NONE**

Bird Study- Birds are found almost everywhere, from the middle of large cities to the most remote wilderness areas and far out on the open oceans. You can go birding in your backyard and on vacation, spotting exciting species whenever you travel to new areas. With more than 9,000 species of birds in the world, birding is a hobby that can last a lifetime. **Prerequisites: NONE**



Environmental Science- This session focuses on how the living and nonliving factors in an environment interact. Special emphasis is placed on how humans affect these interactions. This Eagle required merit badge will require serious commitment. **Prerequisites: NONE**

Geology- is the study of rock and minerals that make up the Earth. Topics will include the theory of continental drift, different types of rocks and minerals and their uses, and the rock cycle. **Prerequisites: NONE**



Let it Grow- The newest of the NOVA Awards, **Let it Grow** investigates the intricacies of America's agricultural industry through the completion of the **Nature, Soil and Water Conservation**, and **Animal Science** merit badges. Highlights include hands-on projects to study agriscience and a field trip to further the participants' understandings of food production. **Prerequisites: Age 14 or older**



Reptile and Amphibian Study- Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. **Prerequisites: Requirement 8**

Weather- This session will focus on understanding the world in which we live. Specific elements include how to remain safe in potentially dangerous weather conditions. **Prerequisites: NONE**



STEM



Animation- Animation is the technique of displaying a series of images in rapid succession to create the illusion of movement. This merit badge is intended to introduce Scouts to the art of animation; how to create their own animations; the ways in which animation is used and experienced not only in cartoons and movies, but also in everyday life; and the fun and exciting career opportunities in animation. **Prerequisites: NONE**

Chemistry- explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist. **Prerequisites: NONE**



Chess- Defend your King against all enemies, foreign and domestic! Learn all the strategies you will need to defeat your fellow Scout in one of the oldest strategy games in the world. Each game unfolds differently, challenging players in unexpected ways. To play chess, you will need deep concentration and mental alertness. And remember...always look three moves ahead! **Prerequisites: NONE**

Movie Making- Movie Making is a way to tell stories visually through the art and science of motion picture photography. You will learn the fundamentals of producing motion pictures, focusing on the video and digital formats rather than film. Lastly, you will build a foundation for a career in movie making.

Prerequisites: NONE



Programming- Earning the Programming merit badge will take you “behind the screen” for a look at the complex codes that make digital devices useful and fun. Without programs, today’s high-tech gadgets would be little more than empty shells. But given clear instructions, digital devices can do amazing things and perform operations that would have seemed like magic to people in the past. This merit badge will help you understand how programming affects your everyday life, and help you realize that programming is something any Scout can do and even possibly pursue as a career. **Prerequisites: Cyber Chit**

Robotics- Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career. **Prerequisites: NONE**



Whoosh- Scouts will earn this NOVA Award in conjunction with the **Engineering, Architecture, and Model Design & Building** merit badges. The participants will take an excursion into Findlay to meet various requirements. **Prerequisites: Age 14 or older**



Baden Powell (BP)

The Baden Powell program is designed for scouts in their first year of camp or scouts looking to retain knowledge in the first four ranks of scouting. In the Baden Powell program scouts will work on advancement in the classes of scout, Tenderfoot, Second Class, and First Class. There will usually be 30-40 scouts in the program and those scouts will be broken down into three patrols. Patrols can break down to 8-10 scouts and these patrols focus on these five large topics:

1. To provide a well-organized program based upon the patrol method and lead by qualified instructors.
2. To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
3. To instill in the boy a respect for Scouting's methods and ideals.
4. To maintain a ratio that is comparable to an average patrol: eight-ten boys for every patrol guide/instructor.
5. To provide an exciting and memorable summer camp experience that motivates boys to be active in their troops and continue in Scouting.

Totin' Chip- This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility. **Prerequisites: NONE**

Firem'n Chit-This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility. **Prerequisites: NONE**